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2011

# InfoChess 3.0

Monterey, California; Naval Postgraduate School

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<http://hdl.handle.net/10945/48155>



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## Info Chess 3.0

### Purpose

This is a chess variant designed to simulate the relationship between what is known and what remains unknown in conflict, and to stimulate a deeper appreciation of the interaction between the informational domain and more traditional military affairs.

### Basic Rules of the Info Chess 3.0 Tournament

Almost all chess rules remain as they are (including castling, pawn promotion and capturing pawns "en passant"), so students are responsible for knowing them. The rule differences are that:

1. Kings, knights and pawns are all "masked" (i.e., the other side doesn't see them) at the outset of the game, and only reveal themselves when they make a capture, are captured themselves, or enter or pass beyond the 6th rank (if White) or the 3d rank (if Black). N.b., the board is 64 squares, algebraically rendered from a1 (where White's Queen's rook traditionally is placed) to h8 (Where Black's King's rook traditionally goes).
2. To end the game, the opposing king must be captured, not just put in a position in which capture is inevitable. This is so because he may remain masked, and so can move in and out of check without the opponent knowing. Even after unmasking, the king must still be captured. Teams will have to effect capture within 45 moves, and will have 90 minutes to do so. Failure to complete 45 moves in 90 minutes will cause a loss "on time." If neither side succeeds in capturing the opposing king, and neither loses on time, a draw will be declared and NEITHER team will advance to the next round of the tournament.
3. For pieces that can move the length of the board, or choose to move several squares, the referee will either allow the intended move or stop it at the point where the piece being moved captures a masked piece. E.g., a rook on a1 may want to move to a8, but is stopped at a5, where it captures a pawn, knight or even the enemy king. There is no "take back" if a piece stumbles into capturing a masked piece. Also, before moving, a team may ask whether any of its pawns may make any captures of masked opposing pieces. If there are any, then this must become the team's move that turn. If there is a choice of captures, the referee will ask the team to point to possible capture squares, the first one hitting a masked piece becoming the move. N.b., a pawn that wants to advance straight ahead, but which is blocked by a masked piece, cannot move, and another move must be chosen. The other team will NOT be informed that an enemy piece "bumped" into one of its masked pieces.

4. Two types of information warfare are employed, psyops and electronic warfare. Successful psyops eliminate the opponent's pawn furthest from the king; if no pawns are left, the piece (of any sort) furthest from the king. If no other piece remains, the opposing king is eliminated. Successful electronic warfare attacks freeze the opponent from moving immediately, for one turn. This applies only to chess pieces, not to IW. A side can still make an IW move, either EW or PSYW, but never both in one turn. N.b., a decision to defend against an IW attack does not count as that turn's IW move. An attack of one's own is still allowed. Each turn must consist of a physical move (if not frozen by EW), but may or may not include an information move. It is a team's choice whether to engage in IW that turn.

5. The cost of IW attack and defense oscillates in an action-reaction cycle, by cumulative number of uses (with both sides' uses counting, not just your own). The first PSYW attack costs 1, 2 to defend against successfully. The second use costs 2 to attack, 1 to defend. And back and forth. EW is the reverse, with the first use on offense costing 2, defense 1, the second 1 to attack, 2 to defend. Adding 1 to any basic attack amount guarantees success. N.b., defending is not mandatory, but rather a choice. Also, "feints" (which have no physical effect) at a cost of 1 are possible when the basic cost of attack is 2 (3 reinforced), and do count as a "use". The defender will only be told of being under attack, not at what level of intensity, and must decide whether to defend.

6. 10 "investment points" each are allowed for acquisition of pieces and IW capabilities (for a total of 20 IPs per team). A team thus decides what mix of EW and PSYW to acquire, and what blend of pieces. Pawns and bishops cost 1, knights and rooks 2, queens 3. Kings are free. Each team must submit its investment choices by 1 November. The tournament commences on 3 November in the IO Center, and continues on Fridays (with games at 1000 and 1330), save for the day after Thanksgiving. Investment choices will be treated as confidential, and force structures (pieces and IW investments) may be changed when a victorious team advances to the next round. N.b., each unengaged team may send one "observer" to the tournament control room during other teams' matches.

7. As neither side will have full complements of pieces, initial deployments are somewhat flexible. Pawns may be placed anywhere on the 2d rank (for White) or the 7th (for Black). All other pieces may be placed anywhere on the 1st rank (White) or the 8th (Black). N.b., castling is only allowed if the king and a rook are on their original traditional chess squares, and are subject to all the same restrictions on traditional castling, except that the king may castle "into check."